

ZIFENG LIU

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EDUCATION

University of Florida

Educational Technology School of Teaching and Learning

Aug 2023

Gainesville

- Courses: Foundations of research in curriculum and instruction, Foundations of Educational Technology, Issue and Trends in Computer Science Education

Beijing Normal University

Computer Software and Theories Master School of Educational Technology , Computer Software and Theory Concentration

Sep 2020 - Jun 2023

Beijing

- GPA : 3.7 / 4
- Honors/Awards:
 - First Prize of Excellent graduate Student Scholarship (2020-2021 , 2021-2022)
 - Outstanding Freshman Scholarship (2020)
 - 2022 Excellent Individual of Summer Volunteer Teaching Program of BNU (2022)

Beijing Technology and Business University

Computer Science and Technology Bachelor School of Computer Science and Engineering, Computer Science Bachelor

Sep 2016 - Jun 2020

Beijing

- GPA: 92.6 / 100 (Ranked number 1 among 58 students)
- Honors/Awards:
 - Excellent Graduate of Beijing (2020, top 5%)
 - National Scholarship of China (2018-2019, top 0.2%)
 - Headmaster Scholarship of BTBU (2018-2019, top 0.3%)
 - Outstanding Student Scholarship of BTBU (2018,2019)
 - Student Leadership Award of BTBU (2017-2018)
 - National Scholarship for Encouragement of China (2016-2017, 2017-2018)

RESEARCH EXPERIENCE

Department of Education , Beijing Normal University

Research Assistant, VR/AR In Education Laboratory

Sep 2021 - Jul 2023

Beijing

- Design and develop AR applicants for K-12 education, implementing object recognition and plane detection, using C#
- Study the impact of the AR learning environment on student learning and teacher teaching
- Develop and maintain data validation and storage servers, using Java

School of Teaching and Learning, University of Florida

Research Assistant AICE lab

Aug 2023

Gainesville

- Working on design and development of an educational website called Mflow, using Flow-Based Music Programming to Engage Children in Computer Science
- Conducting research on how AI assists K-12 computer science education

Computer Network Information Center, Chinese Academy of Sciences

Research Assistant, Advanced Interactive Laboratory

Oct 2019 - Apr 2020

Beijing

- Participated and completed the visualization research of multi-person and multi-dimensional data interactive sharing based on AR.
- Developed an Augmented Reality software for satellite science using C# and successfully applied copyright for it (Copyright acceptance no. 2020R11L426768).
- Assisted staff in writing research and development documents.

School of Computer and Information Engineering, Beijing Technology and Business University

Research Assistant, Beijing Key Laboratory of Food Safety Big Data Technology

Sep 2017 - Apr 2019

Beijing

- Took graduate courses and gained comprehensive training on Python. And have finished many interesting projects in practice like text similarity computing, image classification, face recognition, etc.
- Taught myself machine learning and deep learning courses on Coursera and finished all the exams and programming tests, and received certificates.
- Gained training on Pytorch & Tensorflow framework, implemented an album classification system based on MTCNN and FaceNet.

PUBLICATIONS

1. Su Cai, **Zifeng Liu**, Changhao Liu, Haitao Zhou, Jiangxu Li, "Effects of a BCI-Based AR Inquiring Tool on Primary Students' Science Learning: A Quasi-Experimental Field Study". J Sci Educ Technol 31, 767-782 (2022). <https://doi.org/10.1007/s10956-022-09991-y> (**SSCI Q2, IF 3.42**).
2. Enrui Liu, Su Cai, **Zifeng Liu**, Changhao Liu, "WebART: Web-based Augmented Reality Learning Resources Authoring Tool and Its User Experience Study among Teachers," in IEEE Transactions on Learning Technologies, 2022, doi: 10.1109/TLT.2022.3214854. (**SSCI Q1, IF 4.43**).
3. Xinyue Jiao, **Zifeng Liu**, Haitao Zhou, Su Cai, "The Effect of Role Assignment on Students' Collaborative Inquiry-based Learning in Augmented Reality Environment," 2022 International Conference on Advanced Learning Technologies (ICALT), 2022, pp. 349-351, doi: 10.1109/ICALT55010.2022.00109. (**EI Retrieved**, Conference Paper).
4. **Zifeng Liu**, Xinyue Jiao, Su Cai (2021, April 4th). "Effects of Augmented Reality on Students' Online Physics Learning", Paper presented at the 2021 annual meeting of the American Educational Research Association. Retrieved 2022 August 25th, from the AERA Online Paper Repository. (Conference Paper).
5. Xinyue Jiao, **Zifeng Liu**, Su Cai, "Impact of Embedded Cognitive Scaffolding of Augmented Reality Technology on Elementary School Students' Science Learning", International Conference on Computer Education 2020 (**EI Retrieved**,Conference Paper).

PATENT

1. Su Cai, **Zifeng Liu**, "A non-invasive brain-computer interface-based attention feedback method", patent pending, application No. 202111283053.5, 2021

SKILLS, CERTIFICATIONS & OTHERS

- **Skills:** C#,Python,Java,R
- **Certifications:** Machine Learning (Coursera Certificate), Deep Learning (Coursera Certificate)
- **Interests:** Artificial Intelligence in Education , Augmented Reality in Education